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WALT DISNEY'S DONALD DUCK AND FRIENDS

JUNE
NO. 328
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Our vintage Carl Barks offering this issue, "Three Dirty Little Ducks," marks the Old Duck Man's initial use of Bolivar, the Saint Bernard, one of the many supporting characters who would wend his way in and out of the Duck ten-pagers over the course of Barks' career. For greater insight into the character of Bolivar, we turned to our Archival Editor, David Gerstein, who supplied the following:

Bolivar debuted in the 1936 cartoon Alpine Climbers. *While he would make only one more animated appearance—in* More Kittens *(also 1936), under the alias Toliver—he became a regular in the comics as Donald Duck's family dog. His use in this function in fact came about because Donald newspaper strip artist Al Taliaferro owned a Saint Bernard in real life.*

Carl Barks began to use Bolivar in 1944, and other comics creators—most notably the late Daniel Branca—have kept him going right up to the present day. That might be all one needed to know; except that in the late 1940s, a South American government objected to Disney's use of the name Bolivar, considering it embarrassing to the legacy of national hero Simón Bolívar. As a result, for quite a while, the big pooch was renamed Bornworthy or Bernie. Since 1992, however, we have used his original name in American comics.

Sarah Kinney takes the helm for our Mickey Mouse offering in this edition with "Computer Commando" and does her usual exemplary job. Also check out the creative page layouts of artist Rodriques.

Batting cleanup, our own David Gerstein comes through once again with his dialoguing of Peter Cheevers and Tom Anderson's "Pigeon Pikers." I trust you'll enjoy reading it as much as I did.

— John Clark

• IN THIS ISSUE •

Donald Duck **THREE DIRTY LITTLE DUCKS**
Story & Art: Carl Barks
(WDC 43, April 1944)
Color: Susan Daigle-Leach

Mickey Mouse **COMPUTER COMMANDO**
Story: Sarah Kinney
Art: Rodriques
Color: Egmont & Scott Rockwell
Lettering: Willie Schubert

Donald Duck **PIGEON PIKERS**
Story: P. Cheevers & T. Anderson
Dialogue: David Gerstein
Art: Vicar
Color: Egmont & Marie Javins
Lettering: Jon Babcock

Front cover art by Daniel Branca, color by Sue Kolberg

NEXT ISSUE SHIPS WEEK OF JUNE 8TH
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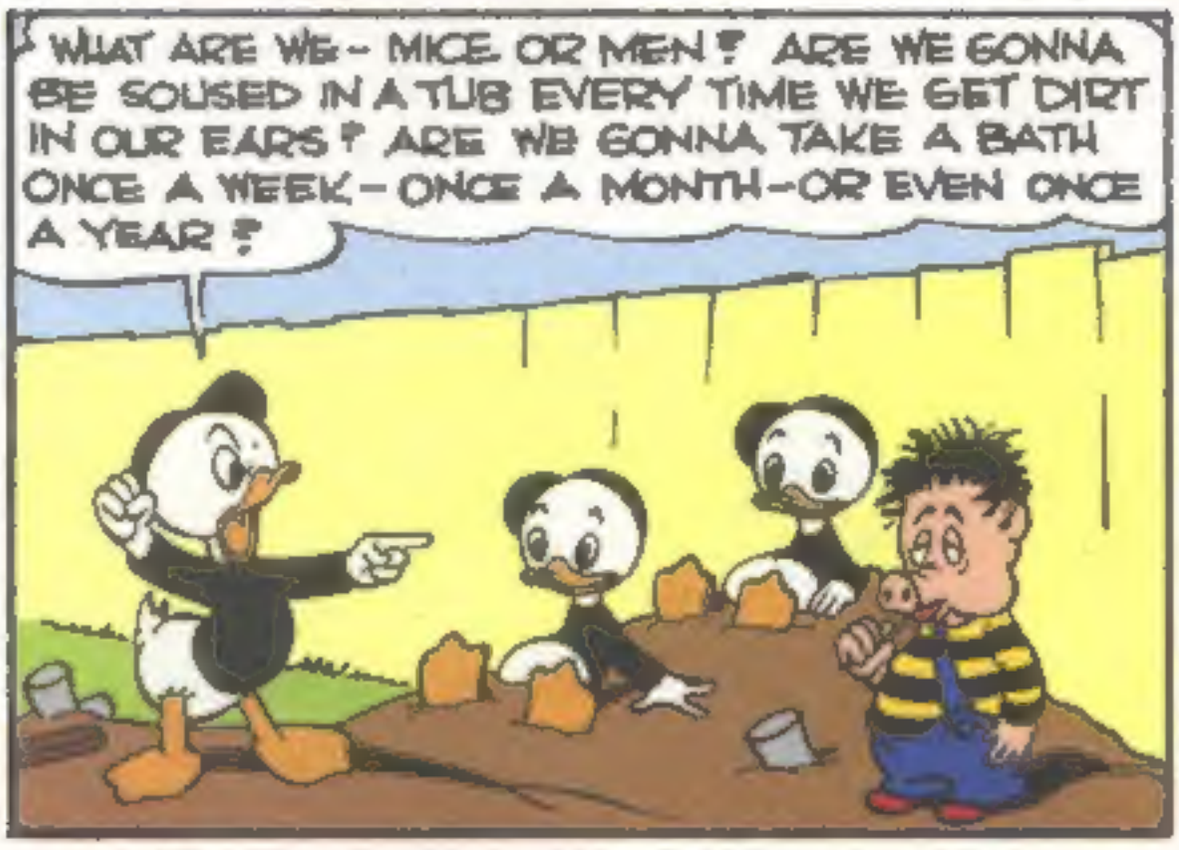
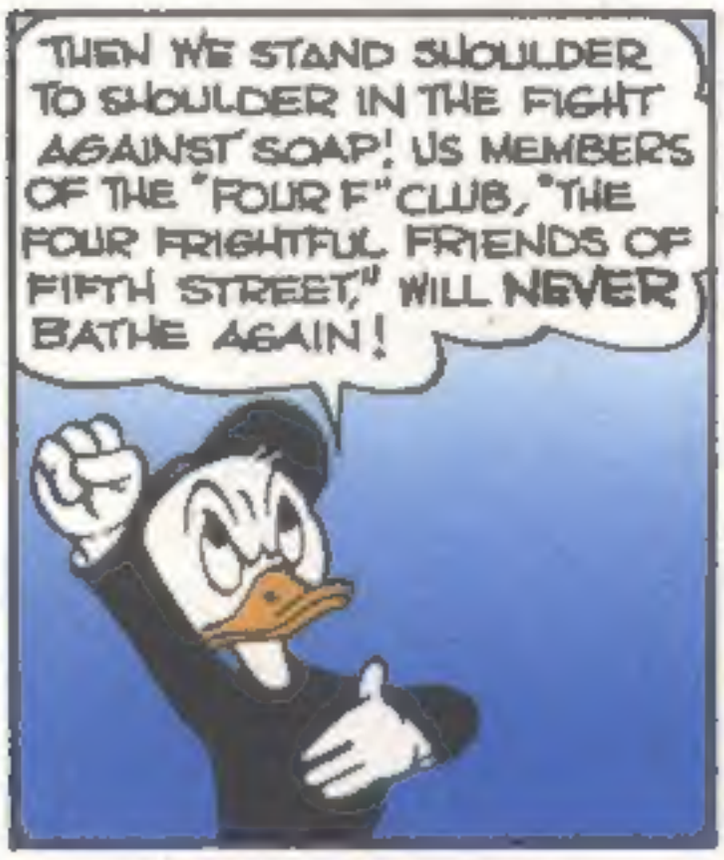
DONALD DUCK

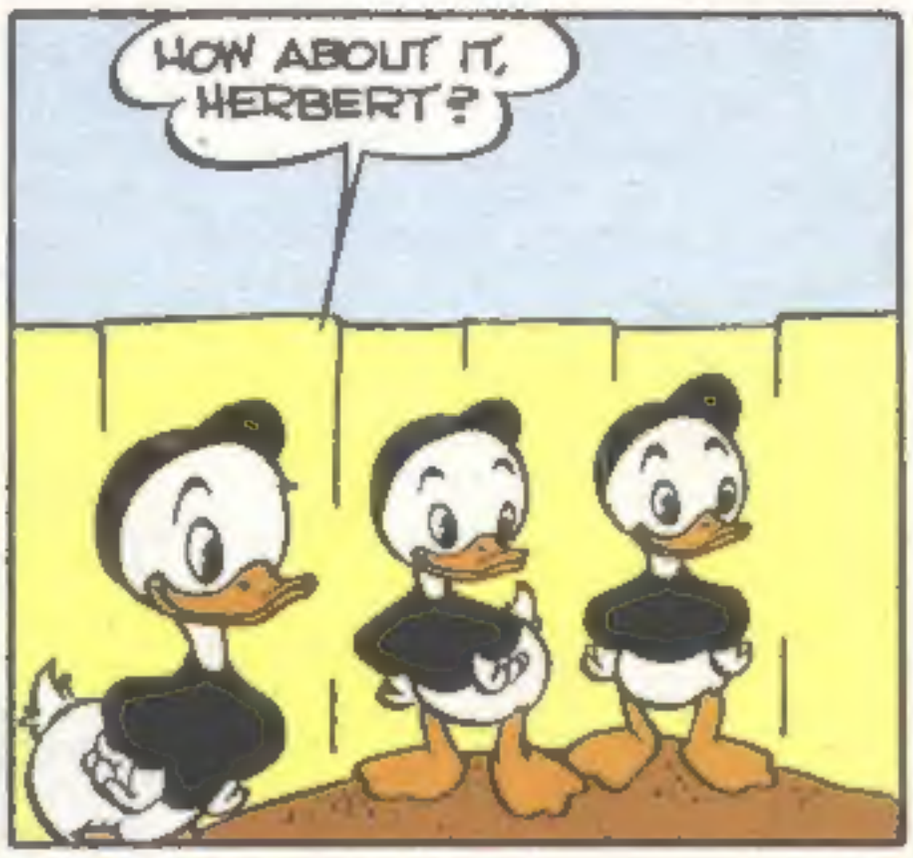
by WALT DISNEY

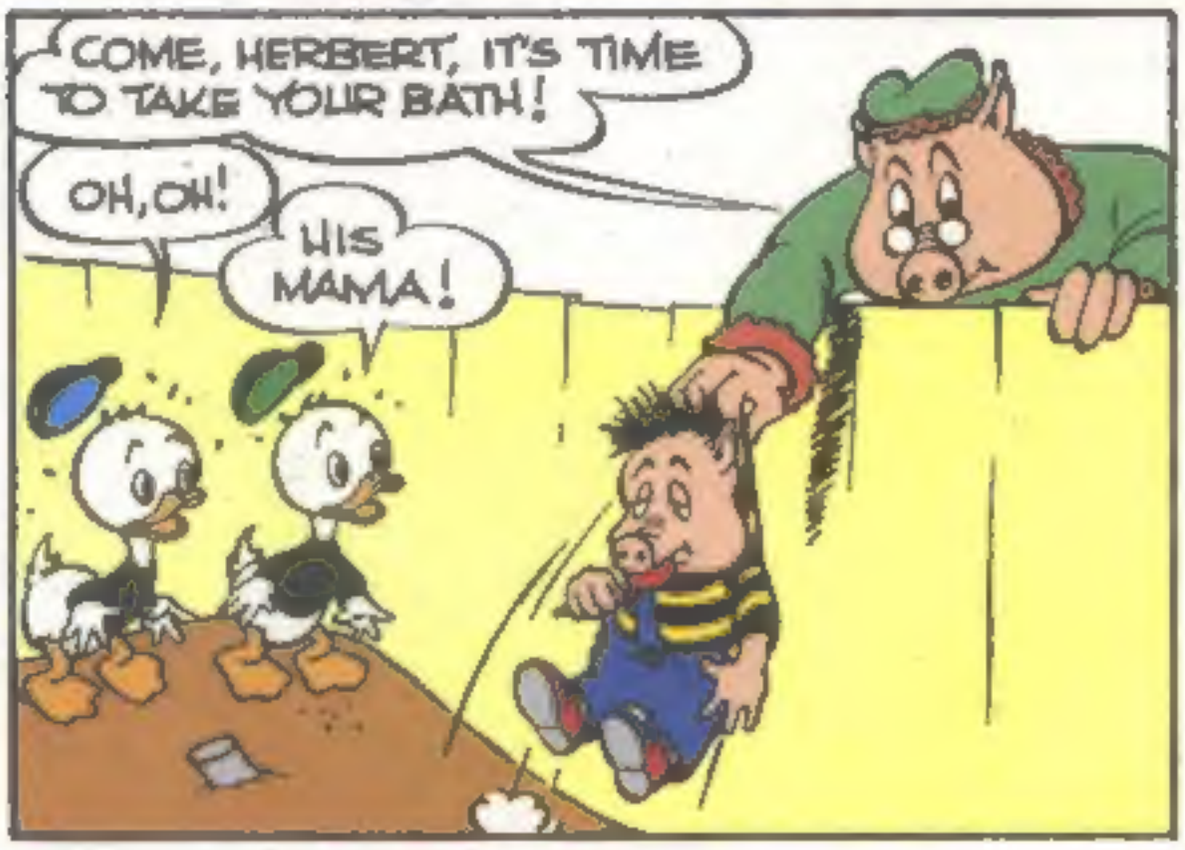
now showing

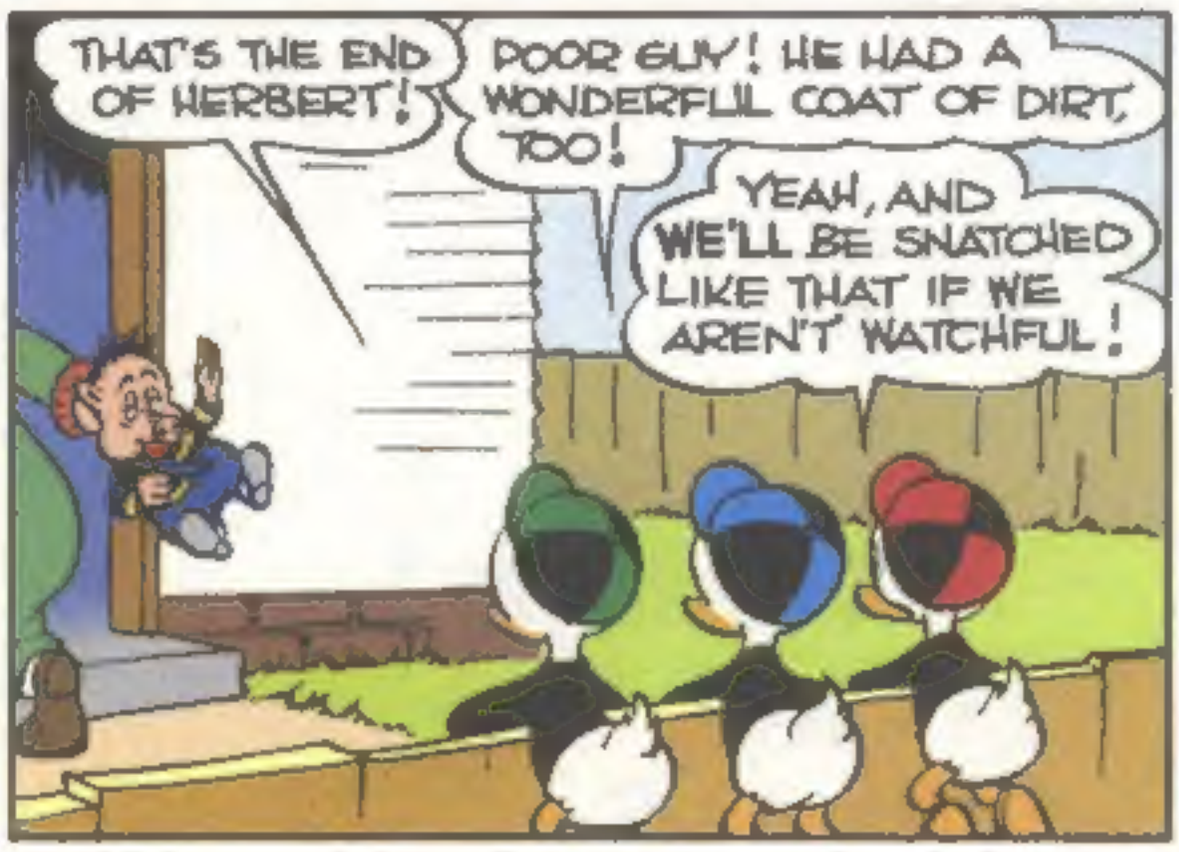
"THREE DIRTY LITTLE DUCKS"


WHAT ARE WE - MICE OR MEN? ARE WE GONNA BE SOUSED IN A TUB EVERY TIME WE GET DIRT IN OUR EARS? ARE WE GONNA TAKE A BATH ONCE A WEEK - ONCE A MONTH - OR EVEN ONCE A YEAR?


THEN WE STAND SHOULDER TO SHOULDER IN THE FIGHT AGAINST SOAP! US MEMBERS OF THE "FOUR F" CLUB, "THE FOUR FRIGHTFUL FRIENDS OF FIFTH STREET," WILL NEVER BATHE AGAIN!






THAT'S THE END OF HERBERT!
POOR GUY! HE HAD A WONDERFUL COAT OF DIRT, TOO!
YEAH, AND WE'LL BE SNATCHED LIKE THAT IF WE AREN'T WATCHFUL!

WE HAVE TO CHANGE THE NAME OF OUR CLUB NOW!

LET'S CALL OURSELVES "THE THREE DIRTY LITTLE DUCKS"!

OUR MOTTO'LL BE "ALWAYS ALERT TO SAVE OUR DIRT"!

WE BETTER WATCH LINCA DONALD!

HE'LL TRY EVERY TRICK IN THE BOOK TO MAKE US TAKE A BATH!

WE'LL FOIL HIM!

MEANWHILE DONALD HAS PREPARED A NICE TUB OF WATER FOR THE BOYS!

SOAP

AH! JUST THE RIGHT TEMPERATURE!

I'LL SPRINKLE IN A LITTLE BUBBLE SOAP! I KNOW THE KIDS'LL LOVE IT!

DO YOU SMELL THAT HORRIBLE ODOR?

YEAH - SCENTED BATH SOAP!

AND I HEAR LINCA DONALD SINGING IN THE BATHROOM!

HE WOULDN'T BE SINGING IF HE WAS GOIN' TO GET THE BATH!

NO! HE'S FIXIN' IT FOR US!

WHAT'RE WE WAITIN' FOR? LET'S HIDE!

O.K., BOYS! IT'S TIME FOR YOUR TANGY-WANGY, TICKLY-WICKLY, BUBBLY-WUBBLY BUBBLE BATH!

NOW, WHERE'D THEY GO? I HEARD 'EM IN HERE JUST A SECOND AGO!

IF THEY THINK THEY CAN HIDE FROM ME, THEY'RE VERY, VERY FOOLISH!

WHEN IT COMES TO FINDING PEOPLE, I'VE GOT EYES LIKE A HAWK!

NOTHIN' GOES ON AROUND HERE THAT'S OVER MY HEAD!

I'VE LOOKED IN EVERY ROOM! THEY MUST BE OUTSIDE!

THIS CANDY WILL LURE THEM INSIDE!

PRE-WAR BON-BONS

YOO-HOO, BOYS! DO YOU WANT SOME NICE CANDY?

FUNNY! I NEVER KNEW 'EM TO PASS UP CANDY BEFORE!

WE'RE DOIN' ALL RIGHT! EH, COMRADES?

IT'S OUR DIRT THAT MAKES US SMART!

SOAP SOFTENS THE BRAIN!

THE CANDY'S GONE! I'VE BEEN ROBBED!

TO DO THAT, THE KIDS HAD TO BE BEHIND THAT WINDOW SHADE!

GONE! THE LITTLE SCAMPS!

RIP

THINK THEY'RE WISE GUYS, EH? I'LL PUT BOLIVAR ON THEIR TRAIL!

COME OUT, BOLIVAR! I'M NOT GONNA GIVE **YOU** A BATH!

TRACK 'EM DOWN, OLD BOY! CORNER 'EM LIKE RATS IN A TRAP!

POOR UNCA DONALD NEVER GIVES UP!

HE THINKS HE'S GOT US CORNERED!

HE HAS ANOTHER THINK COMING!

SOAPY WATER ON THE STAIRS! - THE KIDS DID THIS TO TRIP ME UP!

BUMP
BAM
OUTA MY WAY, BOLIVAR! I'VE GOT THESE LITTLE SHRIMPS WHERE I WANT 'EM!
GONE! HOW'D THEY GET DOWNSTAIRS WITHOUT ME SEEIN' 'EM?
HEY!
BOLIVAR, YOU TRAITOR! THAT'S GIVING AID AND COMFORT TO THE ENEMY!
RUN
FOR YOUR LIVES,
EVERYBODY!
QUICK! HIDE IN THE PHONOGRAPH—WE CAN JUST MAKE IT!
OH, OH! THE PHONOGRAPH IS SHAKING! THEY'RE TRYIN' TO HIDE IN THE CABINET!

IT'S THEM, ALL RIGHT! I COULD REACH IN AND GRAB 'EM, BUT I'VE GOT A BETTER IDEA!

I'LL DRIVE 'EM OUT WITH NOISE! THIS RECORD—"THE BATTLE OF THE THUNDERCLAPS"—WILL BRING 'EM OUT HOLDING THEIR EARS!

FONK CRASH BAM

I CAN'T STAND IT MUCH LONGER!

LET'S MAKE A BREAK FOR IT!

HA! I GOT ONE OF YOU, ANYWAY!

HELP!

WHAT'S GOT INTO YOU KIDS? WHY'RE YOU SO STUBBORN ABOUT TAKIN' A BATH?

WE VOWED WE'D NEVER BE BATHED AGAIN—

RIP

—AND WE WON'T!

ANOTHER CLOSE SHAVE LIKE THAT

AND WE'LL BE

NERVOUS WRECKS!

YOU CAN'T GET AWAY FROM ME!

I SAW YOU GO AROUND THAT CORNER!

ZIP

HA! I GOTCHA! TRYIN' TO HIDE IN THE WASHING MACHINE NOW, EH?

I WON'T GIVE YOU A CHANCE TO GET AWAY THIS TIME! I'LL TAKE YOU ALONG AS YOU ARE!

CLAMP

ALL OF THIS TROUBLE TO GET THOSE KIDS CLEAN!

THERE YOU ARE, BOYS! DELIVERED IN THE BATH—DIRT AND ALL!

SPLASH

BOLIVAR!

I'VE NEVER BEEN SO EXASPERATED IN ALL MY LIFE!

GET OUTA HERE, YOU BIG BUM! - I'M NOT READY TO BATHE YOU YET!

OH, MY GOSH! HE SOAKED UP ALL THE WATER! IT'S IN HIS FUR!

IF HE SHAKES, HE'LL GET IT ALL OVER THE HOUSE!

I'VE GOT TO PUT HIM WHERE HE CAN'T DO ANY DAMAGE!

SLAM

THERE! THAT CLOSET IS SO SMALL YOU CAN'T SHAKE!

I'LL TAKE CARE OF YOU LATER! RIGHT NOW I'M GONNA FIND THOSE KIDS— AND WHEN I DO — !!!

MEANWHILE THE KIDS HAVE CLIMBED INTO THE ATTIC!

IF UNCA DONALD COMES UP HERE, HOW WILL WE ESCAPE?

THERE'S ANOTHER HOLE OVER THE BATHROOM!

LET'S TAKE A LOOK AT IT!

THE BATHTUB IS STRAIGHT BELOW!

THAT'S SWELL! SEE THAT OLD TRUNK OVER THERE!

WE CAN RIG UP A TRAP FOR UNCA DONALD!

WE'LL KICK THE BOTTOM OUT OF IT AND SET IT OVER THE HOLE!

HURRY UP! DROP DOWN THRO' THE HOLE WHILE I CLOSE THE LID!

THE KIDS TIE A NET TO THE SHOWER LEVER!

WHEN UNCA DONALD LANDS IN THE NET **HE** WILL GET THE BATH-- NOT US!

THERE ARE FOOTPRINTS ON THIS LADDER! THEY'VE SNUCK UP TO THE ATTIC!

THAT OLD TRUNK LOOKS SUSPICIOUS!

I BET THEY'RE IN IT!

BEST WAY TO GRAB 'EM IS TO DIVE RIGHT IN ON 'EM!

HEY! WHAT THE SAM HILL?

I'VE BEEN TRICKED!

HELP! STOP THIS THING! I CAN'T GET OUT!

ON

WE'LL HELP YOU—

IF YOU PROMISE

YOU WON'T MAKE US TAKE A BATH!

O.K! IT'S A PROMISE!

YIPPEE! WE WIN!

THE THREE DIRTY LITTLE DUCKS STAY DIRTY!

AS WE SAID BEFORE, WE'LL NEVER BATHE AGAIN!

DOGGONE IT! KIDS SHOULDN'T GO DIRTY! IT AIN'T RIGHT!

BUT THEY GOT THE BEST OF ME—OR DID THEY?

YOO-HOO, BOYS! I LOCKED BOLIVAR IN THE CLOSET! WILL YOU LET HIM OUT?

O.K! LINCA DONALD

HEY! THERE'S SOMETHIN' FUNNY ABOUT THIS!

BOLIVAR'S BIGGER THAN USUAL!

HE'S ALL WET WITH SOAPY WATER!

HEY!

STOP!

DON'T!

BUBBLE SOAP!

GARDENIA SCENTED!

WHAT DID WE EVER DO TO DESERVE THIS?

HOW CLEAN AND FRESH EVERYTHING LOOKS!—EVEN THE THREE DIRTY LITTLE DUCKS!

AW, PHOOEY!

KNOCK KNOCK...

...WHO'S THERE?

...Disney

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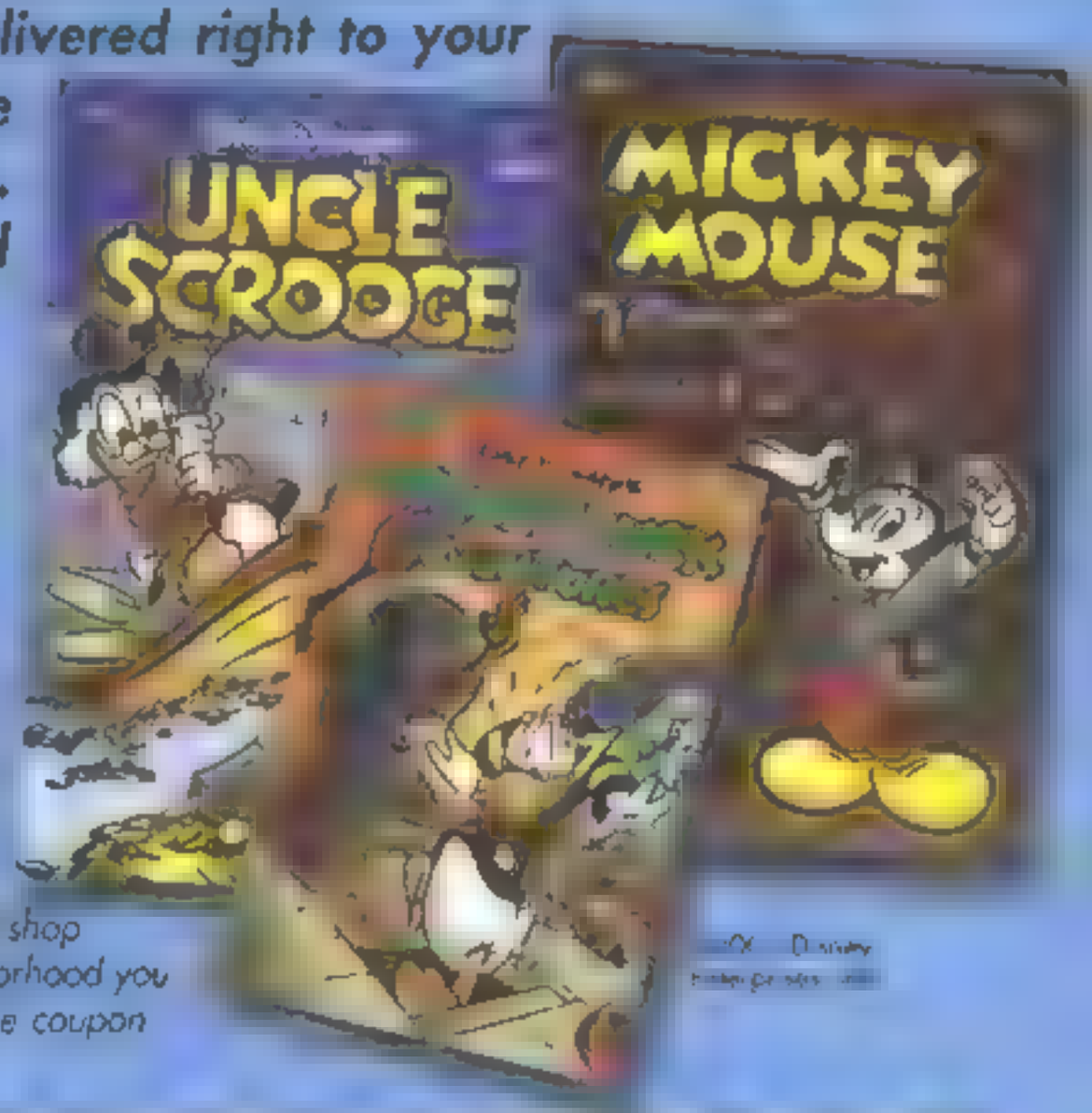

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MICKEY AND HIS GREATEST FOE JOIN FORCES...

IN AUGUST 2005

Walt Disney's MICKEY MOUSE

COMPUTER COMMANDO

FOR ADVENTUROUS MICKEY, MASTERING A NEW VIDEO GAME HAS BECOME AN OBSESSION—

ZOOM!

AW, BALONEY! I LOSE AGAIN!

© 2000 T*H

THAT'S THE FOURTH T ME I'VE LET THE FERRET OPPORTUNIST UNDERGROUND LIMITED DEFEAT SECRET POLICE INTERNATIONAL-

MAYBE IT'S TIME TO PUT THE JOYSTICK DOWN AND GIVE CAREER COMMANDO A REST!

AW, C'MON! I'M SO CLOSE! I ONLY LOST WHEN I GOT OVERCON-FIDENT TOWARD THE END OF THAT ROUND!

I GOTTA BEAT THAT OVERCONFI-DENCE!

TOMORROW, MICK! IT'S NEAR DINNER TIME, AN WE'RE STARTIN' TA FERGIT WHUT YUH LOOK LIKE!

BUT EVENTUALLY MICKEY'S PALS LEAVE HIM TO HIS OBSESSION—

IT'S NO USE!

POOR MICKEY!

THIS IS IT! I'VE GOT IT!

I *KNOW* I'VE GOT IT! *HEH!*

NO! MY OVERCONFIDENCE KILLED ME *AGAIN!* IF ONLY I COULD GET PAST MY PROBLEM!

FINALLY, HOURS LATER—

AT AT LAST! I DID IT! I *YAWN!* *DEFEATED* FOUL AND *YAWN!* GOT A *RECORD* SCORE...

..AND THIS GAME'S SPECIAL *INTERNET* CONNECTION *POSTS* IT FOR ME ON THE GAME COMPANY'S *WEBSITE!*

YAWN! SWELL!

8842

I WON! I'M *DONE!* VICTORY IS *ZZZZZZZZZZZ!*

WAKE UP, *CADET* MICKEY MOUSE! IT'S TIME TO JOIN THE *REAL-LIFE* *ELITE* OF SECRET POLICE INTERNATIONAL!

HUH? WZZT? FOUL?

THAT INTERNET CONNECTION IS A LINK TO *ACTUAL* SPI HEADQUARTERS! OUR TEST HAS DETERMINED THAT *YOU* CAN PERFORM IN A MISSION LIKE THE ONE YOU ACED IN OUR GAME!

HOLD IT! YOU SPIS *AREN'T* A *BAD PIZZA DREAM!* THERE'S A *HUGE* DIFFERENCE BETWEEN COMPUTER *GAMES* AND *REALITY!*

A COMMON MISCONCEP-TION!

WE AT SPI DESIGNED *CAREER COMMANDO* AS A SECRET *TESTING GROUND* TO FIND AGENTS FOR OUR M SSIONS! ASIDE FROM THAT OVERCONF DENCE THING, YOU PASSED WITH FLYING COLORS!

I DIDN'T KNOW MY GAMESTATION COULD DO THAT!

IT *CAN'T!* NOT UNLESS YOU KNOW THE SECRET CODE!

MICKEY MOUSE, WOULD YOU LIKE TO SHUT DOWN AN ISLAND BASE WHERE *REAL* FOUL SPIES ARE AIM NG A LASER CANNON AT SOME CRUCIAL MOUSETON SATELLITES?

WELL, GEE! I DON'T *KNOW!* IT'D BE DANGEROUS AND NEW...

...AND *INCREDIBLY EXCITING!* OF *COURSE* I'D LIKE TO! JUST *LET ME AT* THOSE EVIL SPIES!

SHORT HOUR LATER—

YOU REALLY DO HAVE A *BASE* IN THE HILLS BEHIND THE CITY! IT'S *JUST* LIKE THE OPENING SCENE FROM *CAREER COMMANDO!*

STOP GRINNING! FROM HERE ON IN, THIS IS *SERIOUS* BUSINESS!

BEFORE YOU *BEGIN* THE MISSION, YOU MUST BE *TESTED* FOR PHYSICAL ENDURANCE!

WHOOAAAHHH!

"GIVEN A CRASH TRAINING COURSE IN COMBAT!"

HYAH! HYAH! HYAH!

"AND ISSUED OUR STANDARD SPI GEAR!"

HOT DIGGETY! I WONDER IF THEY'LL LET ME KEEP THIS SUIT *AFTER* THE MISSION? I'D *LOVE* TO WALK INTO THE ICE CREAM SHOP WEARING IT!

IT IS TIME, MICKEY MOUSE! YOU'LL PILOT YOUR COMMAND VEHICLE PAST *ENEMY* DEFENSES TO *DESTROY* THEIR MISSILE BASE! GOOD LUCK!

SOUNDS LIKE A *TOUGH* MISSION! DO I HAVE WHAT IT *TAKES?* ÷ULP!÷ I GUESS I'LL *FIND OUT!*

IT'S A LITTLE WORRYING! I ONLY ACED THE GAME ONCE! I BLEW IT A *HUNDRED* TIMES.

AW, IF I KEEP MY COOL AND DON'T GET *OVERCONFIDENT*, I'LL BE *FINE!* LET'S SEE! THE ENEMY BASE IS AN HOUR OUT FROM MOUSETON —

:AWWK!: I'M *HERE* AND THEY'VE *SIGHTED* ME! *HEAT-SEEKING MISSILES!*

BWAM!

BWAM!

I CAN *DODGE* THEM FOR NOW, BUT I'M ABOUT TO BE *STRAFED* BY THE PLANE THAT *FIRED* THEM!

FORTUNATELY, IF REAL LIFE IS JUST LIKE THE GAME, I KNOW THE PLANE'S MAIN WEAKNESS!

YEP — FOUL CRAFT LET OFF EXCESS HOT AIR! LEAD THE R HEAT-SEEKING MISSILES *BACK* AT THEM, AND THEY'LL *TAKE THEMSELVES OUT!*

BOOM!

OF COURSE, THAT NEVER STOPS FOUL FROM SENDING *MORE* PLANES AND *MORE* MISSILES!

YIKE! THAT WAS CLOSE!

GUTTER RATS AND KITCHEN SINKS! THEY'RE SENDING *EVERYTHING* THEY'VE GOT!

HEH-HEH! BUT IT LOOKS LIKE IT *WASN'T ENOUGH* TO STOP MICKEY MOUSE, OFFICIAL AGENT OF SPI!

NO FISH *OR* FOUL! THE BEACH IS *CLEAR* FOR LANDING!

THIS IS ALMOST *EASIER* THAN *CAREER COMMANDO*...HECK, IT *IS* EASIER! SPI MUST HAVE MADE THE GAME *HARDER* THAN THE REAL MISSION, JUST TO BE SAFE!

THE BASE SEEMS *EMPTY* AND WITHOUT HUMAN GUARDS! IN THE GAME, THAT'S BECAUSE IT'S MOSTLY *AUTO-MATED!* I WONDER .

YEP! ›GULP!‹ IN REAL LIFE, IT'S THE SAME WAY!

NO PROBLEM!

BOOM!

I'M MAKING GREAT TIME! ACCORDING TO THE MAP, I'M ALMOST AT THE HEART OF THE BASE..

AND NOW I'VE MADE IT! ALL I HAVE TO DO IS DESTROY THAT GENERATOR, AND I'M *OUTTA* HERE!

I MEAN, I WOULD HAVE L KED A LITTLE MORE *EXCITE-MENT—*

I'M ONLY A LITTLE *SORRY* THIS ADVENTURE IS *OVER* SO SOON!

HEY! *YOU* DON'T TURN UP AT THIS POINT IN THE *GAME!*

BUT I DON'T THINK YOU *CARE* MUCH, EH, BIG FELLA?

-UNGH!-

BEEP!

UP-DAT-ING DA-TA! RO BOT WEAK POINT SHOWN! RO-BOT IS AL-SO FIF-TY PER-CENT *SLOW-ER* THAN YOU!

WELL, ISN'T THAT *HANDY?!*

GUESS THIS CALLS FOR QUICK, *CLOSE* COMBAT!

COME ON, YOU PILE OF *JUNK* METAL! TRY AND *CATCH* ME!

ZIP!

ZIP!

ZIP!

:HEH!: ONCE I'M *BEHIND* YOU, I'LL HAVE A *PERFECT* SHOT AT YOUR WEAK SPOT!

THERE IT IS! AT TH S RANGE, I COULDN'T *POSSIBLY* MISS-

BOINK!

I MISSED!

UH-OH!

OWWWW!

SMASH!

A-BORT MIS-SION! EN-E-MY AP-PROA-CHING WITH RE-IN-FORCE-MENTS! YOU WERE TOO O-VER-CON-FI-DENT!

:SIGH!: GO AHEAD! RUB IT IN!

DRAT AND DRIBBLE! AND THIS TIME THERE'S NO *RESTART* BUTTON!

DESPONDENT MICKEY RETURNS TO HEAD-QUARTERS—

SIGH!

I NOT ONLY *FAILED*, I ALSO JEOPARDIZED MOLSETON'S *SAFETY!*

DON'T BE SILLY, MICKEY MOUSE! WE'D NEVER LET A *CIVILIAN* PERFORM A *REAL* MISSION OF *THAT* MAGNITUDE AS A FIRST TRIAL!

HUH?! THIS WHOLE ADVENTURE WAS *ANOTHER TEST*, WITH *EVERYTHING STAGED!*

IF YOU *HAD* SUCCEEDED, *THEN* WE'D HAVE ASKED YOU TO TRAIN AS A *FULL-FLEDGED* AGENT! OF COURSE, YOU DIDN'T, SO WE WON'T!

WELL! I GUESS THINGS *COULD* BE WORSE, THEN!

OF *COURSE* THEY COULD!

AND SO—

MICKEY MOUSE! IF YOU EXPECT ME TO BELIEVE *THAT* STORY, THEN I *KNOW* YOU'VE BEEN PLAYING TOO MANY COMPUTER GAMES!

SWAM!

TOO *MANY?* TRUTH IS, MIN, I HAVEN'T PLAYED NEARLY *ENOUGH!*

Walt Disney's DONALD DUCK in Pigeon Pikers

IT'S BEEN *WEEKS* SINCE I'VE SEEN DAISY! EITHER SHE'S *DROPPED OFF* THE FERSHLUGGINER *PLANET*...

D 88052

...OR SHE'S BEING *WOOED AWAY* BY A SLICK AND SLIMY SOMEBODY! AND I BET I KNOW WHO!

GLADSTONE GANDER, MY DISGUSTINGLY *FORTUNATE* COUSIN!

WELL! HE MAY BE LUCKY, BUT *I'M* THE VERY *IMAGE* OF *CHARM* AND *GRACE*! *GRUNT!*

SO SHE *COULDN'T* REALLY LIKE HIM MORE! HE *MUST* BE USING SOME *GIMMICK* TO TURN HER HEAD!

YOO-HOO, SWEETUMS! =TWITTER! TWEEET!=

!

DAISY

=CHEEP!= WHOO-OO! =GLUG! GLUG!=

EITHER THAT, OR SHE'S GONE *CRAZY*—

COO-OO!

THERE YOU ARE, CUNEGONDE!

A NEW MESSAGE FROM GLADSTONE! RAPTURE SO RARE!

"I CANNOT COMPARE THEE TO A SUMMER'S DAY... FOR YOUR BEAUTEOUS LOOKS JUST BLOW IT AWAY!"

=SIGH!= OH, THE GRACE! THE WIT! THE *ROMANCE!*

THE *NAUSEA!*

CARRY *THIS* POEM BACK, CUNEGONDE— "ESCORT ME, HANDSOME, TO THE FAIR TONIGHT! T'WOULD BRING NEW MEANING TO THE WORD 'DELIGHT!"

GOODBYE, BIRDIEKINS! PARTING IS SUCH SWEET SORROW!

COO!

SORROW, YES! SWEET, NOT HARDLY!

THAT'S ALL I CAN STAND! I CAN'T STAND NO MORE!

SOON!

TWO CAN PLAY AT PIGEON POETRY! NOW OFF TO CHEZ GLADSTONE IN THREE-QUARTER TIME!

BIRD SEED

THEATRICAL COSTUMES

"THE FAIR, CUDDLE DUCK? T'WOULD WARM MY HEART..."

COO!

"...AND SO WOULD A RIDE ON A HORSE AND CART! A ROLLER COASTER, A FERRIS WHEEL... WITH FAIRGROUND FUN, MY HEART YOU'LL STEAL!"

WHAT WARMED-OVER *SLOP!*

NOW FLY STRAIGHT TO DAISY'S, CUNEGONDE!

COO!

NOT IF I *INTERCEPT* YOU FIRST, FEATHER-BRAIN!

WHERE'S THE *FIRE*, DUCKO?

RUN AWAY! RUN AWAY!

ZOOM!

VROOM!

WEBFOOT COUNTY BIKE-A-THON

PARP!

YEE-OICKS!

OOG!

KA-RUNCH!

=NYA-HA-HAH!= I'M GAINING FAST! THIS WILD SQUAB CHASE COULD BE SET TO *MUSIC!*

ROAR!

HALT THAT PIGEON! HALT THAT PIGEON! HALT THAT PIGEON! AND HOW!

CLUNK!

=ULP!= THE BIRDIE'S *SPED UP* NOW! I CAN'T BLOW THIS CHANCE! OR I'LL END THIS RACE ON THE SEAT OF MY PANTS!

ZOOM!

BUT CAR, YOU'RE A SPEEDY OLD THINGAMABOB!

SKUNCH!

FOOF!

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YOU'VE *BYPASSED* THE PIGEON! I'VE *FINISHED* THE JOB!

SCRUNCH!

I'LL LURE YOU TO ME, YOU FLYING RAT!

COO!

COO!

»HRUMPH!« DERN SCARE-CROW'S GITTIN' *OLD!* CAN'T EVEN SKEER *PIGEONS* NO MORE!

BLAM! BLAM! BLAM!

COO!

I'D HAVE PASSED UP *THAT* DISGUISE— IF I ONLY HAD A BRAIN!

SHORTLY!

GLORY HALLELUJAH! BIRDS DO TAKE COFFEE BREAKS!

STAY PUT, CUNEGONDE! THE LEAST DISTURBANCE MAY UPEND THE DELICATE BALANCE OF OUR ECOSYSTEM...

=AWP!= OF ALL THE BING-CHERRIED LUCK!

COO!

=AI-YAI-YAI!= MUSTN'T LOOK...

...DOWN! UK, OH!

YEEECH!

DOOF!

THUNK!

ONE HEADACHE LATER—

DAISY'S NEIGHBORHOOD AT LAST! I WAS STARTING TO THINK THAT CHICKEN WAS GIVING ME THE RUNAROUND!

SHE'S CIRCLING FOR ANOTHER BREATHER! THIS IS MY CHANCE!

SCREEK!

HEADED FOR THE STATUE, EH? I'LL JUST GET A LITTLE *STATUESQUE*, MYSELF!

CONGRESSMAN KVETCH...MORE 1962-1968

HERE COMES YOUR WATERLOO, BIRDBRAIN!

COO!

SQUAK!

J'ACCUSE!

SWAP MY POEM FOR GLADSTONE'S, AND ON TO DAISY YOU GO!

COO!

ONCE A PIGEON, ALWAYS A SUCKER!

So—

"FORGET THE FAIR; MY PLANS I'M CHANGING! TONIGHT MY SOCK DRAWER NEEDS REARRANGING! SINGLE AND HAPPY, GLADSTONE!"

SNORT! THE *BEAST!*

SOMETHING WRONG, TOOTS?

DAISY DUCK

WITH YOUR COUSIN'S SENSE OF HUMOR! ESCORT ME TO THE FAIR, DONALD!

COO!

AND HOW!

WHERE YOU HEADED, GANG?

TO THE FAIRGROUNDS, YOU *TWO-FACED* ROMEO!

THE FAIR— *HUH?!* B-BUT... MY *POEM*...

TOLD ME YOU'RE A BOUNDER, A CONTEMPTIBLE CUR AND A CAD!

SCAT!

SQUAK!

SCRAMBO! GO AWAY— ‡WAK!‡

WHAT THE DING-DONG...?

TELL ME, CUZ, HOW *MY* MESSAGE GOT IN *YOUR* POCKET!

NO NEED TO TELL *ME!* I THINK I *KNOW!*

COO!

WORM! IF I *NEVER* BREAK UP WITH YOU *AGAIN,* IT'LL BE *TOO SOON!*

SPLASH!

WE ARE GOING TO THE FAIR! COME ALONG, GLAD-STONE!

→GLEAB!←

AS EVENING SHADOWS FALL!

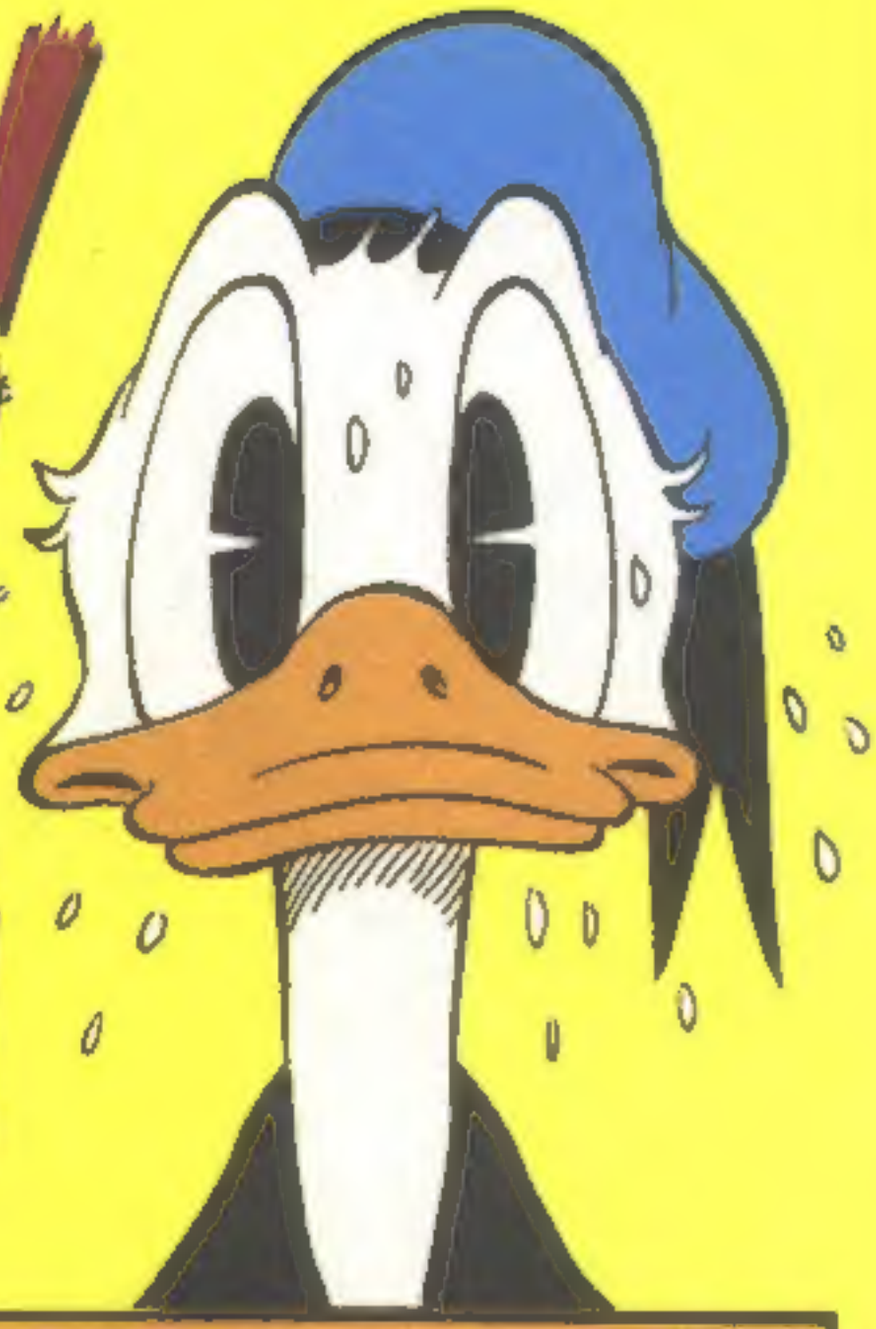
BIRD SEED

HERE, CUNEGONDE! *NIIICE* PIDGIE-PIDGIE!

THAT FEATHERED TURNCOAT IS HERE SOMEPLACE! AND A BIRD IN THE HAND IS WORTH TWO ON THE DINNER TABLE!

COO! COO! SQUAAK!

ACTION! SUSPENSE! ADVENTURE!



Will Donald survive the perils that await him in the pages of "Dangerous Disguise"? Find out in the next issue of Walt Disney's "Vacation Parade 2," available at your local comic book store in May of 2005.

Gemstone Publishing

Walt Disney's VACATION PARADE 2

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Marco Rota appears to be on a streak of appealing covers for this magazine. Following the "Baseball Bombardment" of issue 319 is a simple but nice Valentine's cover for *Donald Duck and Friends* 324. Rarely, if ever, does Donald take advantage of his status as a "toon" (perhaps that's why we find him so believable). But here, he makes full use of his extra-normal existence by appearing to paint hearts for his lady love directly onto the "thin air and open space" of the cover area! The image is so pleasing that we hardly notice the absence of the almost requisite red or pink background color, so associated with all things Valentine.

Before Mickey was forced to turn to Detective Casey as his partner in a three-legged race, in Don Markstein and Cesar Ferioli's "Foes in Fellowship," someone should have reminded Mick that there is a magazine called *Mickey Mouse and Friends!* Surely, in those pages, the Mouse could have found a more acceptable associate for the event. Goofy, Horace, Eega Beeva, Butch, Doc Static... *anyone!* Heck, I'd even go back into the old Gold Key comics and search for Shamrock Bones! Just because Casey is known to "run off at the mouth" doesn't mean he can "run a race"! Mickey and Pete handcuffed together, dodging assassination attempts and ultimately winning that very same race, was a hilarious situation for these ages-old antagonists!

—Joe Torcivia
via email

"Foes in Fellowship" (*DD&F* 324) featured a weird, but decidedly successful, amalgam of Mickey Mouse's comics accomplices, in both past and present guises. Old standbys Chief O'Hara and Detective Casey and a distinctly "retro" version of Pete (you know, the one that forever yearns to "pulverize dat mouse!"—in this case, even if it means ditching the services of a sloppy, but extremely lethal, hitman) were blended deftly with a Minnie whose hard-charging take-charge attitude could have been drawn straight from an interstitial segment of TV's *Disney's House of Mouse*. In a less inspired era, Mickey would have played the bland bourgeois amidst all this craziness, but, as usual in a modern Egmont story, he got plenty of opportunities to join in the frantic festivities.

In light of the ...*Upon a Christmas* videos' recreation of the Nephews as "uberbrats" whose naughtiness gives even Santa pause, Carl Barks' classic tale of the skating race to Pumpkinburg is an amusing reminder of a time when HD&L commonly acted as paragons of virtue and good sportsmanship compared with their conniving Unca Donald. The Barks adventure stories of that era also gave the ducklings a decided "web up" on their uncle, with HD&L frequently being forced to save Donald from peril. Barks apparently felt that his readers would get distinct pleasure from such elaborate buttering-up. (Would today's kids prefer outright revenge?)

Regarding John Lustig's hilarious notion of the "Duckburg Mildew Festival" in "The Swell of Success": Since Duckburgians have already celebrated just about every celebration there is to celebrate at least once, it's inevitable that they'll revive this eight-decades-old "tradition" at some point in the future. Let's just say that I'd "grout" of my way to see it.

—Chris Barat
via email

Minnie's "hard-charging take-charge attitude" in "Foes in Fellowship" might have recalled modern Mickey TV cartoons for you—but that's not to say it's out of line with storied Mouse tradition. See, for example, 1930s Floyd Gottfredson classics like "Monarch of Medioka" (Minnie to King Michael: "I'm going [...] to see for myself! And if you've been kidding me—look out!"). Minnie's actually been full of determination and chutzpah, we think, for most of her career.

DD&F 324 was an overall OK issue. I enjoyed seeing "The Long Race to Pumpkinburg" again, an early Carl Barks adventure that has never been reprinted in a comic book. I'm glad that you're printing his early ten-pagers, as many of them haven't seen print in a comic since their original publication!

"Foes in Fellowship" was an okay Mickey story, and Ferioli's art was great as usual. Just a suggestion; I really don't like modern, round-eyed Mickey having a pure white face (or Minnie as well). Why not have their faces be skin-colored, like how Pete was in the same story? It's not really a problem, just a small pet peeve of mine. "Swell of Success" was okay too, and I was glad to see Vicar handling John Lustig's writing this month.

—Thad Komorowski
via email

Glad you found everything to be okay this time around, Thad. We'll do our best to keep up the okay work.

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